

# Tutorial: HPC - Algorithms and Applications

## WS 18/19

Complete the following assignments (alone or in a group), and upload your solutions on *Moodle* until Sunday, December 9<sup>th</sup> 2018.

### Worksheet 3: Coalesced Access, Sparse Linear Algebra

#### T3.1: Recap on Coalesced Access

Consider this CUDA kernel call:

```
dim3 grid(8, 8, 1); dim3 block(32, 32, 1);  
kernel<<<grid, block>>>(A);
```

```
__global__ void kernel(float* A) {  
    int tx = threadIdx.x, ty = threadIdx.y, tz = threadIdx.z;  
    const int n = 64;  
    float f;  
    /* set value of f here */  
}
```

For each of the following instructions, answer shortly if access to the array **A** is uncoalesced, partially coalesced or coalesced (chipset: NVidia Fermi, CUDA cc  $\geq 2.0$ ).

- a) `f = A[tx];`
- b) `f = A[(tx * n + ty) * n + tz];`
- c) `f = A[tx + 1];`
- d) `f = A[ty];`
- e) `f = A[2 * tx];`
- f) `f = A[n * tx];`
- g) `f = A[tx / 2 + 16];`
- h) `f = A[ty * tx];`

### T3.2: CSR kernel

a) Write a CSR matrix-vector multiplication kernel for the PageRank example code.

- Define grid and block size in `kernels.cu`
- Implement the `k_csr_mat_vec_mm` kernel:
  - i) Assign a matrix row to each thread
  - ii) Compute the row  $\times$  vector product in a loop.
  - iii) Add the result to the output vector.
- Compile the code using `make`. You will have to choose a suitable C compiler (gcc is the default in `Makefile`).

b) Try the kernel on a small matrix (`mtx/my.mtx`). The program output should be:

```
x_1 = 3.602992e-01
x_2 = 2.700142e-02
x_3 = 6.238353e-02
x_4 = 2.431707e-02
x_5 = 4.042290e-01
x_6 = 2.700142e-02
x_7 = 2.431707e-02
x_8 = 5.378454e-02
x_9 = 1.666666e-02
```

c) Next, test the kernel on a bigger matrix. Download `flickr.mtx`<sup>1</sup> or `usroads.mtx`<sup>2</sup> in the Matrix Market format (`*.mtx`) and run the PageRank algorithm on the matrix (if it's too big choose a different matrix). Which page is the most relevant according to the algorithm?

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<sup>1</sup><https://www.cise.ufl.edu/research/sparse/matrices/Gleich/flickr.html>

<sup>2</sup><https://www.cise.ufl.edu/research/sparse/matrices/Gleich/usroads.html>

### H3.1: Vectorized CSR kernel

- a) Write a vectorized CSR matrix-vector multiplication kernel for the PageRank example code.
- Implement the `k_csr2_mat_vec_mm` kernel in `kernels.cu`:
    - i) Set grid and block size in the kernel call accordingly
    - ii) Assign a matrix row to each *warp* now
    - iii) Allocate a shared array `vals[]` for the partial results of a block
    - iv) Compute one row  $\times$  vector product in a loop. This time, parallelize the loop over all 32 threads in the warp. Take care that access to the arrays `indices` and `data` is coalesced.
    - v) Use a reduction of some kind (ideally: binary fan-in) to add up the partial sums in `vals[]` and add the output to the result vector.
- b) Try the new kernel on *mtx/my.mtx* and check if the output is consistent with T3.2b
- c) Test both CSR kernels on the big matrix from T3.2c and measure execution times (`time ./sparse mtx/flicker.mtx`). How does performance compare?